**Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?**

* + Categories that have 100 percent successful goals have absolute 0 percent fail ratio.
  + Bar graph shows data between each category successful/failed from the grand total more clear.
  + Sub- categories like music and theater have more successful outcomes compared to others.

**What are some limitations of this dataset?**

Not enough data showing why categories passed or not.

**What are some other possible tables and/or graphs that we could create, and what additional value would they provide?**

* A pie graph of parent category to show percent funded.
* A bubble graph of two bubbles successful/failed with two total backers count outcomes in each bubble.